





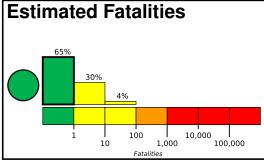
PAGER Version 9

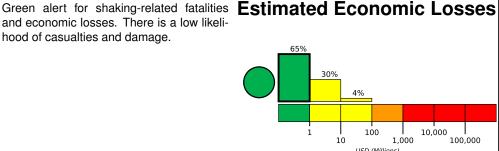
Created: 3 weeks, 4 days after earthquake

M 4.2, Port Townsend, WAOrigin Time: 2023-10-09 02:21:08 UTC (Sun 19:21:08 local)
Location: 48.0262° N 122.7535° W Depth: 56.0 km

FOR TSUNAMI INFORMATION, SEE: tsunami.gov **Estimated Fatalities**

and economic losses. There is a low likelihood of casualties and damage.





Estimated Population Exposed to Earthquake Shaking

							<u> </u>			
ESTIMATED POPULATION EXPOSURE (k=x1000)		397k*	9,216k	2k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan

5000 10000 120.6°W: Bellingham Mount Vernon 48.2 ° N **Arlinaton** 47.1°N

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1993-03-25	329	5.6	VII(8k)	0
1965-04-29	84	6.5	VIII(131k)	0
1965-04-29	84	6.5	VIII(131k)	7

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
Ш	Coupeville	2k
Ш	Port Ludlow	3k
Ш	Kingston	2k
Ш	Langley	1k
Ш	Camano	14k
Ш	Freeland	2k
Ш	Victoria	290k
Ш	Seattle	609k
II	Olympia	46k
II	Surrey	395k
II	Vancouver	600k

bold cities appear on map.

(k = x1000)